

Club Grayskull EVIL SEED



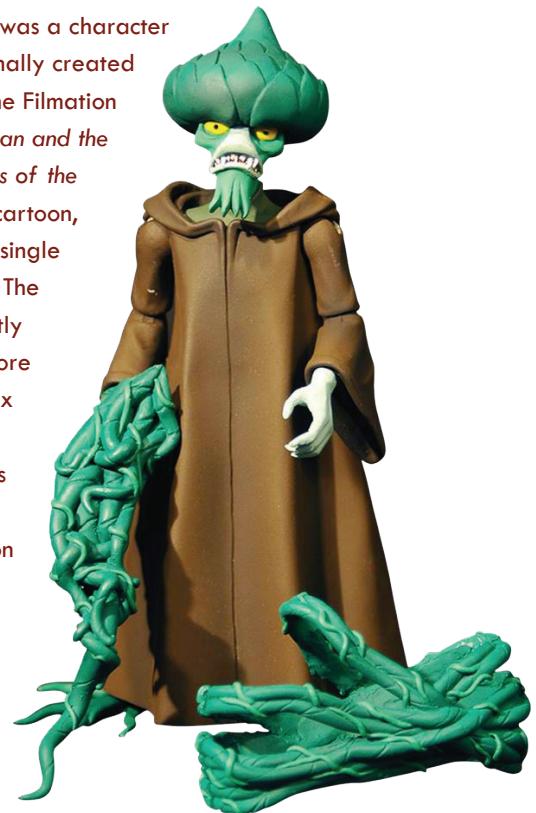
ACCESSORIES



CARTOON CORNER Evil



Seed was a character originally created for the Filmation *He-Man and the Masters of the Universe* cartoon, where he appeared in a single episode titled "Evilseed." The character was subsequently redesigned and had a more prominent role in the 200x reboot *Masters of the Universe* cartoon, and was given an action figure in the Club 200x subscription in August of 2015. The Filmation design of the character, shown here, was finally released in MOTUC as part of the Club Grayskull series.



GOING GREEN Evil Seed came equipped with two "vine" accessories. One set of vines could be gripped in his right hand and fit into his sleeve as if he was generating it from his body.



MOTUC #211 • AFFILIATION None • SUBSCRIPTION 2016 Club Grayskull • PRICE \$20
• ORIGINAL FIGURE RELEASE MattyCollector.com (Aug 15, 2016) • RELEASE TYPE Boxed Exclusive Figure



HE'S GOT LEGS A peek under Evil Seed's robes revealed two separately articulated "legs" comprised of a mass of vines. His leg articulation was, however, quite limited by his robes.

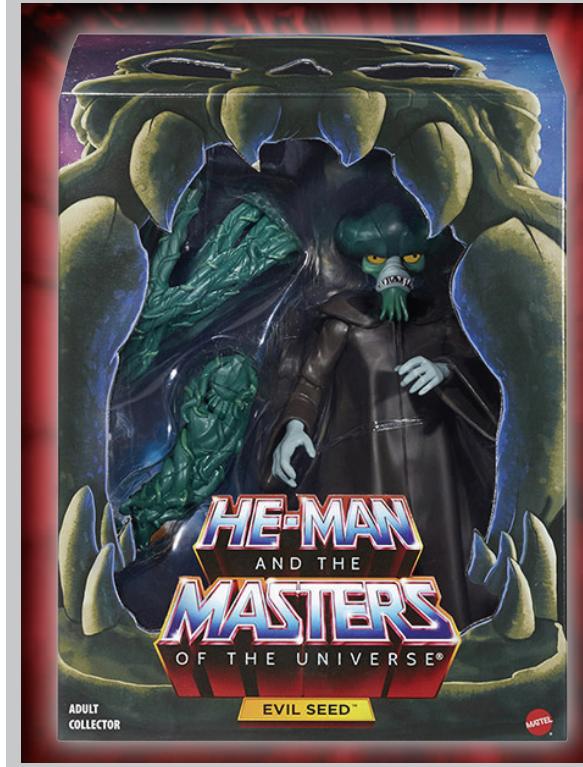


PACKAGING Evil Seed came in the same window box as the previous Club Grayskull figures, posed inside the open mouth of Castle Grayskull. Even though Evil Seed is not one of Skeletor's Evil Warriors, the back of the figure's box featured an illustration of the villain posed in front of Snake Mountain. The copy at the bottom, giving a brief overview of the history of the *He-Man and the Masters of the Universe* animated series and the purpose of the Club Grayskull line, was identical to the copy on He-Man's box.

TRIVIA

The following copy was written for Evil Seed's sales page on MattyCollector.com: "This evil wrap star sows seeds of destruction with his vicious vines that overtake everything in Eternia. His deadly garden grows unchecked until He-Man and Skeletor join forces to whack the unwanted weed for good. This Filmation-style figure pays homage to the animated series in 6" scale and comes with his vine weapon and extendable wrapping vine."

The Evil Seed figure was released as an exclusive in the 2016 Club Grayskull subscription.



GENERAL SUNDAR

Heroic Former Horde General

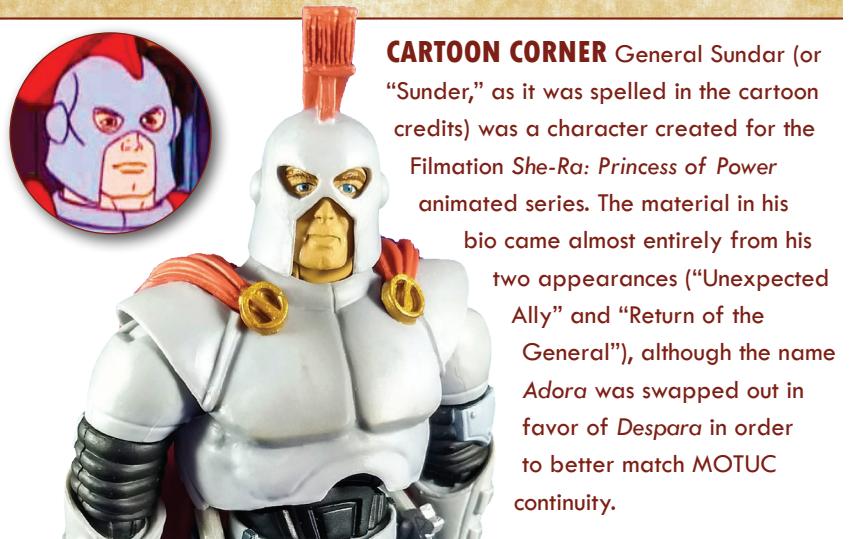


ACCESSORIES



BIO General Sundar is a former Evil Horde general known for his brilliant strategic skills and his efficacy as a military leader. Unlike most Horde members, Sundar was selfless and brave. His sense of honor led to disputes with Hordak himself. In one instance, Sundar spoke on behalf of Despara when Catra falsely accused her of treason. Sundar finally understood the oppression wrought by the Horde regime when he was forced to arrest farmers of Etheria for refusing to pay exorbitant taxes. Consequently, he assisted She-Ra in freeing these prisoners and later fell in love with Mally, the daughter of one of the captive families. The two married and had a child together. While Sundar abandoned military life to lead a peaceful existence, he vowed to always assist the Great Rebellion. True to his word, he has come out of retirement several times.

CARTOON CORNER General Sundar (or "Sunder," as it was spelled in the cartoon credits) was a character created for the Filmation *She-Ra: Princess of Power* animated series. The material in his bio came almost entirely from his two appearances ("Unexpected Ally" and "Return of the General"), although the name Adora was swapped out in favor of Despara in order to better match MOTUC continuity.



MOTUC #212 • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Collectors Choice 2016 • **PRICE** \$24
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (September 15, 2016) • **RELEASE TYPE** Carded Figure



GUNS OUT General Sundar came armed with twin laser pistols, which were based on the guns he used in his animated appearances and could fit inside his holsters.



HEADS WILL ROLL The General Sundar figure also came packaged with three additional heads for the Horde Troopers: a purple demon head (inspired by the Horde Troopers' appearance in DC Comics), a Navy Scuba head, and an Eternian Invasion head, the latter two of which were inspired by the Filmation She-Ra: Princess of Power cartoon.



ALTERNATE VIEWS The figure was comprised mostly of existing Horde Trooper parts (including a mechanical upper torso, hidden under his armor). He was given a new head, chest armor with attached cape, and waist piece with attached holsters for his laser pistols.

TRIVIA

The following copy was written for General Sundar's sales page on MattyCollector.com: "Highly respected and highly ranked, this wise warrior realized he could no longer support Hordak and his reign of terror. He fled the Horde and found fulfillment as a farmer, a father ... and a fearless fighter for the Rebellion! This first-time figure arrives with a Horde battle axe, twin laser pistols, and three variant Horde Trooper heads (inspired by a DC Comics Trooper, a Naval Trooper, and a flashback Horde Trooper)."



The back of General Sundar's packaging did not contain a bio for the character. His official bio was revealed at He-Man.org on May 21, 2018. This bio referred to him as the "Heroic Former General of the Evil Horde," a slight change from the tagline on the figure's packaging, "Heroic Former Horde General."

Pictured on General Sundar's cardback were Glimmer, She-Ra, Hordak (Filmation repaint), and the Horde Trooper.

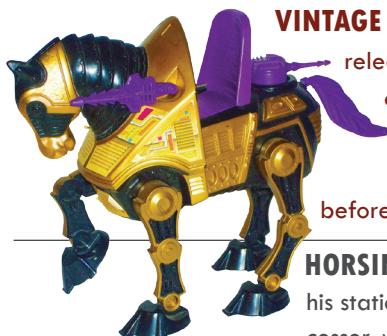


NIGHT STALKER

Evil Armored Battle Steed



BIO The robotic war horse called Night Stalker was built by Tri-Klops and Trap Jaw to counter the heroic Stridor. The robot gallops with remarkable speed despite its size and is equipped with two guns in front as well as one behind its iron saddle. Skeletor rode Night Stalker into combat on several occasions, but it was the sinister Jitsu who took special interest in the armored steed. After Jitsu became the lord of Snake Mountain, he retrieved remnants of the Hate Stones and implanted them in Night Stalker's eye sockets. This action transformed Night Stalker from a mindless machine into a mechanical nightmare. From that day forward, Night Stalker's eyes glowed with malevolence and ill intent. Eventually, the demon steed turned on Jitsu and ran off into the blighted plains of the Dark Hemisphere.



VINTAGE VAULT The vintage Night Stalker was released in Wave 4 of the original Masters of the Universe toyline in 1985. It was a repaint of the previously-released Stridor, which had come out the year before in Wave 3.

HORSING AROUND Unlike his static vintage predecessor, which was

only articulated at the guns and tail, the MOTUC Night Stalker was fully posable. He was articulated at the tail, guns, legs, knees, and feet, as well as having four points of articulation at the neck, allowing the figure to turn, lower and raise its head.



BIO TRIVIA The idea of Night Stalker being part demon comes from the German Ehpapa comics from the 1980s; the Hate Stones are an evil artifact in the MOTU Star Comics issue #9 (1987); the bio references Skeletor riding Night Stalker because he did so in the 1980s UK comics and on the vintage toy box art.

MOTUC #213 • AFFILIATION The Evil Warriors • **SUBSCRIPTION** Collectors Choice 2016 • **PRICE \$40**
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (September 15, 2016) • **RELEASE TYPE** Boxed Beast

DYNAMIC DUO Because the pair were released in a 2-pack in the vintage toyline, many fans consider Night Stalker to be Jitsu's steed. The mechanical horse's only media appearances were in the 1980s UK comics by London Editions, which sometimes depicted him as Jitsu's evil robotic steed, other times as the "reincarnation" of the heroic Stridor. The figure's official MOTUC bio confirmed the connection between Night Stalker and Jitsu.



SIZE MATTERS The figure stood approximately 12" tall and was about 16" long.



IN THE DETAILS The mechanical detailing on the figure's sides, much of which was represented by stickers on the vintage toy, was rendered with sculpting and paint on the MOTUC figure.



HATS OFF While the vintage Stridor figure came with a removable helmet, his successor Night Stalker did not. Mattel decided to give the MOTUC version of the evil horse a unique helmet of its own.



POSABILITY For all his size and heft, the figure had all the articulation necessary to be posed on its hind legs.



TRIVIA

The following copy was written for Night Stalker's sales page on MattyCollector.com:

"The warhorse is out of the barn and ready for battle

... this mechanical steed is packing serious heat on Snake Mountain! Night Stalker comes with three rotatable turret guns, articulated legs, tail, neck and head, a removable helmet, and can accommodate most MOTUC figures as riders (such as his master Jitsu)."



The back of Night Stalker's packaging did not contain a bio for the steed. The character's official bio was finally revealed on-line at He-Man.org on June 4, 2018. The idea of Jitsu implanting the Hate Stones in Night Stalker's eyes as the catalyst to transform the warhorse into the more demonic version from the German Ehapa comics was new to MOTUC canon, as was the idea that he was built by Tri-Klops and Trap Jaw.

A MOTUC version of Stridor, which utilized all the parts from Night Stalker (including the helmet) was released by Super7 in 2018.

Pictured on Night Stalker's cardback were Jitsu, Stinkor, Evil-Lyn, Tri-Klops, Whiplash, and Skeletor.



Club Grayskull EVIL-LYN



ACCESSORIES



CRYSTAL CLEAR Evil-Lyn's second accessory was the Coridite Crystal, a magical artifact from the Filmation MOTU cartoon episode "Evil-Lyn's Plot." (The crystal also made an appearance in an early episode of the 2002 MYP MOTU cartoon series.) The accessory was molded to fit in Evil-Lyn's open left hand.



CARTOON CORNER As one of the most prevalent villains in the Filmation *He-Man and the Masters of the Universe* cartoon, not to mention being Skeletor's second-in-command, Evil-Lyn was an obvious choice for the Club Grayskull subscription. Her pale skin, larger helmet, and black cape all took their cues from her animated design.

ABRA CADABRA

Evil-Lyn came with her signature wand. Oddly, the orb of the wand was black instead of pale blue like it was in the cartoon.



COMPARISON

TIME Club Grayskull
Evil-Lyn is shown here standing between the original Evil-Lyn figure (*immediate left*) and the Battleground Evil-Lyn figure (*far left*).

TRIVIA

The following copy was written for Evil-Lyn's sales page on MattyCollector.com: "The wicked witch of Snake Mountain deploys the dark arts to defeat her enemies."



Sinister but stylish, she uses her intelligence to spar with Skeletor ... and plots to put herself in the primary position of power! This Filmation-style figure pays homage to the animated series in 6" scale and comes with two heads, with and without her helmet. She also comes with her Magic Wand and precious Coridite crystal."

HATS OFF > The included alternate head sculpt depicted Evil-Lyn with her helmet off, revealing her white crew cut, as she was sometimes portrayed in the cartoon. The previously-released Battleground Evil-Lyn had also come with an unhelmeted, white-haired head.



CAPED CRUSADER Evil-Lyn's black cape was connected to her collar piece and was not removable.

A WORK OF ART > The back of Evil-Lyn's box featured an illustration of the villain posed in front of Snake Mountain. Her boots were incorrectly colored in this image. The copy at the bottom remained the same as what was printed on previous Club Grayskull figure packaging.



GR
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GY



TUSKADOR

Mighty Tusked Galactic Guardian



ACCESSORIES



REAL NAME Insyzor **BIO** Tuskador joined the Galactic Protectors when the robot ship Balzantine 5 carrying deadly weapons leftover from the Chemical Wars was thrown off course by a debris shower and sent crashing towards Primus. Armored with an elephant-like helmet of his own design, Tuskador can turn his enemies' own size against them. He can even lift the massive warrior Sagitar during training exercises. With his mighty tusks he can break through solid barriers. Tuskador believes that the secret to victory is knowing when his enemies are most vulnerable, which is often the moment they think they have defeated him. Tuskador, sometimes called Insyzor, is a star pilot of both the Astrosub fighter jet and the Starship Eternia, and he often trains the new recruits for the Galactic Protectors on Primus.

VINTAGE VAULT The vintage Tuskador figure was released in the "He-Man" toyline's third wave in 1991. A lever on the back of the figure's head caused the long, curved tusks mounted on his chest to swivel, turning inward to capture an enemy.



SAME AS In bringing Tuskador into Masters of the Universe Classics, Mattel opted to re-use several of Ram Man's parts, including his shoulders, biceps, hands, upper torso, and feet. Tuskador came packaged on an oversized card and cost \$30 at a time when regular figures in the line cost \$24.



MOTUC #215 • AFFILIATION The Galactic Protectors • **SUBSCRIPTION** Collectors Choice 2016 • **PRICE** \$30
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (November 15, 2016) • **RELEASE TYPE** Carded Oversized Figure



TUSK! Tuskador came with two pairs of tusks: one long pair (like his vintage action figure), and one short pair (like his animated appearance). Whichever pair was not in use could be stored on the figure's back.



GUNS OUT Tuskador's gun was based on the accessory included with the vintage action figure. When not in use, it could be stored on the figure's belt.



FACE TIME Tuskador's helmet was removable.

REACH OUT AND GRAB YA With some careful posing, Tuskador's longer tusks could "capture" and hold another figure.



TRIVIA

The following copy was written for Tuskador's sales page on MattyCollector.com: "This intergalactic trader is prepared to fight from tusk till dawn! While his customized freighter searches the star systems for supplies, Tuskador helps He-Man and the Galactic Protectors battle the Evil Horde. This figure arrives with two sets of interchangeable tusks and his trusty Mega Blaster."



Tuskador's official bio was finally revealed on-line at He-Man.org on July 2, 2018. Several of the bio's inclusions, such as Tuskador's first mission and the details regarding the Balzantine 5 came from the New Adventure of He-Man cartoon episode "The Galactic Guardians", as was Tuskador's tactic to use his enemy's size against him, as well as his sparring session with Sagitar. Tuskador was additionally described as a star pilot in his vintage toy packaging, and his time spent teaching new recruits came from the New Adventure of He-Man episode "You're In the Army Now."

Pictured on Tuskador's cardback were Galactic Protector He-Man, Hydron, Darius, Galactic Protector She-Ra, and Slush Head.



HORDE WRAITH

Sorcerer for the Evil Horde



ACCESSORIES



BIO While amassing his army to one day usurp his brother's throne, Hordak perfected the Gem of Horokoth to enhance and secretly enslave magicians throughout the universe. Luring many Gar mages on Eternia with promises of great power, Hordak turned them into his Shadow Circle of mystics whose combined power helped him create the Tablet and Triad of Separation. When Hordak and his Horde Wraith minions tried to cast the Spell of Separation to obtain the Starseed hidden inside Eternia, King Grayskull and his allies stopped them, costing Hordak his lead witch. Years later he replaced her with Shadow Weaver, who — thanks to the intervention of Castaspella — retained her free will after the Gem was destroyed during her transformation. Shadow Weaver became the wraiths' leader, and with them helped Hordak invade Eternia before then trying unsuccessfully to reclaim Etheria in Hordak's absence.



CARTOON CORNER

The Horde Wraith was a character created for the 200x He-Man and the Masters of the Universe reboot animated series, appearing in a single episode. The magical character was an obvious stand-in for Shadow Weaver, who was unable to appear on the show due to rights issues.



MOTUC #216 • AFFILIATION The Evil Horde • **SUBSCRIPTION** Collectors Choice 2016 • **PRICE** \$24
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (November 15, 2016) • **RELEASE TYPE** Carded Figure

WELL ARMED The Horde Wraith came armed with a staff which bore the Horde symbol and appeared to have a crossbow motif at the top. Since the figure lacked a gripping hand, the staff was designed to slip over the open fingers of his right hand.



A SOFT TOUCH The Horde Wraith's "spellcasting" hands, which ended in sharp black nails, were cast in a soft plastic, likely in order to meet safety standards. The same approach was used on Catra's "scratching" left hand.

TAKING FLIGHT A removable clear flight stand plugged into the underside of the figure, giving it the appearance of "hovering" above the ground. The stand made the figure one of the tallest on a shelf of MOTUC figures. Even though the figure itself had no legs or feet, it was capable of standing without the flight stand by balancing on the hem of its robes.



ALTERNATE VIEWS The figure's cape/cloak was removable. The figure appeared to be comprised of 100% new tooling.

TRIVIA

The following copy was written for the Horde Wraith's sales page on MattyCollector.com: "Hordak fights He-Man by harnessing the power of the dark side. By enslaving magicians throughout the universe, he creates a sinister circle of mystics and uses their magical ways to aid in his quest for control. One of his many minions, this Horde Wraith figure comes with a Battle Staff and a Flying Stand."



In his single cartoon appearance, the Horde Wraith was not given a name or a backstory, and at times up to three wraiths were seen on-screen at a single time. Whether they were three separate beings or one being magically replicating itself was never explained in the episode.

The back of the Horde Wraith's packaging did not contain a bio for the character. His official bio was revealed at He-Man.org on June 25, 2018.

Pictured on the Horde Wraith's cardback were Hordak, King Grayskull 2.0, Queen Grayskull, and Snake Armor He-Man.



Club Grayskull CLAWFUL



ACCESSORIES



CARTOON CORNER

While Clawful was never one of He-Man's top-tier enemies,

his animated appearance was so drastically different from his vintage action figure design that he was an early fan favorite for inclusion in the Club Grayskull line. Unlike his vintage action figure design, animated Clawful had symmetrical claws, smooth skin, more streamlined armor, and a dragon-like appearance.



WELL ARMED Clawful's club appeared to be a more simplified version of the signature weapon that came with the vintage action figure. As the character didn't carry a weapon in the cartoon, one could assume that this club was intended to look like an animated version of Clawful's classic toy weapon.

GALLERY



MOTUC #217 • AFFILIATION The Evil Warriors • **SUBSCRIPTION** 2016 Club Grayskull • **PRICE** \$20
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (Dec 15, 2016) • **RELEASE TYPE** Boxed Figure



IN A PINCH The figure's claws were not articulated. The right one was slightly open, allowing it to grip an accessory; the left one was closed.



COMPARISON TIME

Club Grayskull Clawful (immediate right) is shown here standing alongside the original MOTUC Clawful (far right).



ARTIFACTUAL The Horn of Evil was a dangerous artifact used in the Filmation MOTU cartoon episode "Dree-Elle's Return," which was, incidentally, the episode in which Clawful made his debut in the series.

TRIVIA

The following copy was written for Clawful's sales page on MattyCollector.com:

"Does the right claw know what the left claw is doing? It doesn't matter to Skeletor

... as long as this cruel Karikoni crustacean uses both of them to help him defeat the people of Eternia. This Filmation-style figure pays homage to the animated series in 6" scale and comes with his mace weapon and the Horn of Evil."



The back of Clawful's box featured an illustration of the villain posed in front of Snake Mountain. The copy at the bottom remained the same as what was printed on previous Club Grayskull figure packaging.

The figure had a neck/chest overlay that was glued in place, the seams of which were hidden by the figure's chest armor.



ROTON

Evil Assault Vehicle



BIO Originally designed by the Fighting Foe Man Ditztroyer, the Roton is an ominous vehicle that is black in color with red spinning blades around the circumference. Two glowering eyes are molded into the vehicle's chassis to strike fear into even the bravest Heroic Warrior. Typically used on land, Rotons also function as flying vehicles and are equipped with guns, though the spinning blades are their most devastating weapon. The chaotic Ditztroyer double-crossed the Horde by secretly joining the Evil Warriors and offering them guidance on the Roton design.

VINTAGE VAULT The Roton vehicle was released in the vintage line as part of wave 3 in 1985.

Standing approximately 3" high with an 8" diameter, its blades whirled around when the vehicle was pushed forward or backward. It also featured rotating twin laser guns and could seat one figure.



UPDATE The MOTUC Roton was first revealed at Toy Fair in early 2016, but with the future of the MOTUC line uncertain as the year progressed, it was unclear as to when or if the vehicle would ever be released. It became available rather unexpectedly in December of 2016 on MattyCollector.com, with a price tag of \$125.

SINGLE SEATER Like the vintage vehicle, MOTUC Roton was designed to carry one figure. One new addition were the steering handles, which could be gripped and moved by the vehicle's driver.



MOTUC #218A • AFFILIATION The Evil Warriors • **SUBSCRIPTION** N/A • **PRICE** \$125
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (December 15, 2016) • **RELEASE TYPE** Boxed Vehicle & Figure



GUNS OUT The Roton's twin guns could be mounted in two different positions or removed and used as a handheld weapon.

YOU SPIN ME RIGHT ROUND

Wheels on the underside of the vehicle allowed it to be rolled along a smooth surface, which would also cause its blades to spin.

COVER ME The vehicle's canopy was not based on the vintage toy, but instead took its cues from the design of the vintage Roton model kit.



TAKING FLIGHT

The Roton came with the same display/flight stand that was originally released with the Wind Raider.

BIOGRAPHICAL On July 16, 2018, on He-Man.org, an expanded official bio for the Roton was released. The differences between the original and the updated bios are shown in *italics* below:



ROTON Evil Assault Vehicle

The whir of the blade from a Roton is enough to instill terror in even the bravest of the Heroic Warriors. Originally designed by Ditzroyer of the Fighting Foe Men, these ominous vehicles are black in color with red spinning blades around the circumference. Two glowering eyes are molded into the vehicle's chassis. Typically used on land, Rotons are equipped with guns, though the spinning blades are their most devastating weapon. The chaotic Ditzroyer double-crossed the Evil Horde by secretly joining the Evil Warriors and offering them guidance on upgrading the Roton's design. During the extended absence of He-Man, Ditzroyer turned on his fellow Foe Men and attempted to destroy them when he used his Roton to topple the eldritch Thamalia Tower. This betrayal prompted Shield Maiden Sherrilyn and Dawg-O-Tor to renounce their evil ways and join the military ranks of King Randor.

TRIVIA

The following copy was written for the Roton's sales page on MattyCollector.com: "Round and round the evil spinning blades of the Roton go, and when they stop ... be prepared for battle! This oversized Evil Assault Vehicle can accept most Masters of the Universe Classics figures in the cockpit and arrives with a removable canopy, laser cannons that can be repositioned, and a display stand. The vehicle comes with a fully articulated Skelcon figure with a spear and dagger."



The points on the Roton's blade were made from a soft, rubbery material.

Bio Trivia: The idea of Ditzroyer double-crossing the Horde to give the Evil Warriors intel on upgrading their Rotons was utilized to explain Ditzroyer's eventual alliance with the Evil Warriors; meanwhile, his betrayal of the other two Foe Men explains why they eventually renounce their evil ways. • He-Man's extended absence refers to his time in space during *The New Adventures of He-Man* cartoon storyline. • Thamalia Tower, an ancient structure at the edge of King Randor's kingdom that was home to its caretaker Kor, first appeared in the MOTU newspaper strips (1986).



SKELCON



ACCESSORIES



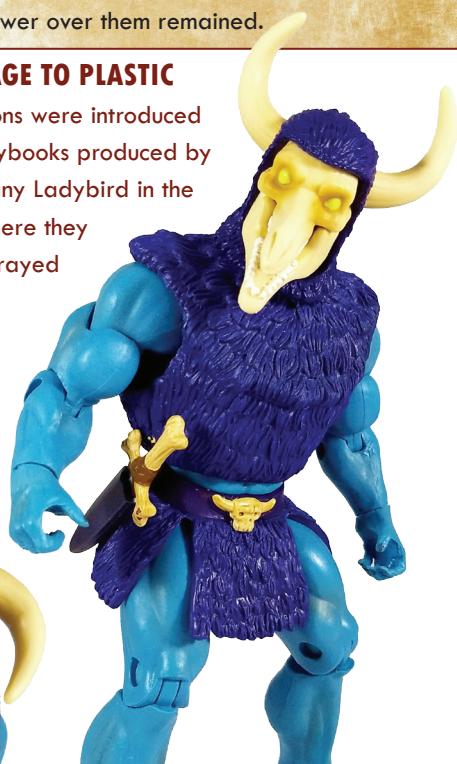
BIO The Skelcon were a primitive but highly adaptable race of horned demons who dwelled in the dark corners of the Dimension of Infinita and worshiped the bones of their ancestors until a summoning spell, cast by Skeletor, brought them to Eternia. Magically bound to his commands, the Skelcon served as Skeletor's foot soldiers, wearing skull masks and wielding weapons built from the bones of their dead. During a battle with Hordak, the Skelcon were returned to Infinita, but Skeletor's power over them remained.



The Skelcons were introduced in the storybooks produced by the company Ladybird in the 1980s, where they were portrayed as a race of beings in Skeletor's service. No action figure of a Skelcon had been released before this figure was included as a pack-in with the Roton in MOTUC.

FROM PAGE TO PLASTIC

The Skelcons were introduced in the storybooks produced by the company Ladybird in the 1980s, where they were portrayed as a race



BY THE HORNS The Skelcon's horns were articulated, allowing them to swivel (separately) up and down. His jaw, however, was not articulated.



SAME AS The Skelcon utilized the standard male shoulders, upper torso, biceps, forearms, and upper legs along with Skeletor's hands and Demon-Man's calves and feet.

MOTUC #218B • AFFILIATION The Evil Warriors • **SUBSCRIPTION** N/A • **PRICE** \$125

• **ORIGINAL FIGURE RELEASE** MattyCollector.com (December 15, 2016) • **RELEASE TYPE** Boxed Vehicle & Figure



GET THE POINT The Skelcon's spear appeared to be a newly-designed weapon with no previous media appearance.

WELL ARMED The Skelcon came with two weapons which, according to his bio, were built from the bones of their dead. The dagger accessory came straight from the Skelcons' appearance in the Ladybird storybooks and could be stored in the scabbard on the figure's belt.

TRIVIA

Many fans were dismayed at Mattel's decision to include the Skelcon as a pack-in with a vehicle, making it a very expensive prospect to army-build the figure. Mattel had originally planned to release a single-carded, winged version of the Skelcon simultaneously with the Roton/Skelcon set, allowing for more affordable army building, but these plans never came to fruition.



The Roton/Skelcon was the final Masters of the Universe Classics item released on MattyCollector.com. This was not, however, the final MOTUC item produced by Mattel. In May of 2017, the long-rumored, single-carded Horde Trooper appeared for sale rather unexpectedly on MattelShop.com.

On August 6, 2018 on He-Man.org, an expanded official bio for the Skelcon was released. The differences between the original and the updated bio are shown in *italics* below:



TAKING FLIGHT Mattel had planned to eventually release a single-carded, winged version of the Skelcon, but these plans never came to fruition. The image to the left is a fan creation showing how such a figure might have looked, utilizing repainted Draego-Man wings.



SKELCONEvil Demonic Minions of Skeletor

The Skelcon race was a primitive but highly adaptable brood of horned demons who dwelled in the dark corners of the Dimension of Infinita and worshiped the bones of their ancestors until a summoning spell cast by Skeletor brought them to Eternia. Magically bound to his commands, the Skelcons served as Skeletor's foot soldiers, wearing skull masks and wielding weapons built from the bones of their dead. During a battle with Hordak, the Skelcons were returned to Infinita, but Skeletor's power over them remained.

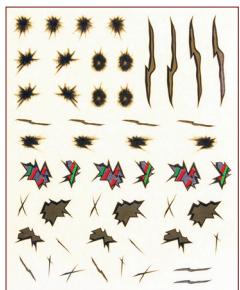
When the warrior queen Despara planned her attack on Eternia many years later, she temporarily resurrected Skeletor in part to use his power of the Skelcons, who she further enhanced with dark magic which gave some of them wings. The Skelcons later kept Skeletor's remains, hoping to someday resurrect him again.

HORDE TROOPER

Evil Mechanical Enforcer for Hordak



ACCESSORIES



REAL NAME Horde Drone **BIO** In his factories on Etheria and later Eternia, Hordak mass produces countless robot enforcers. Each is dressed in armor similar to the foot soldiers of his home planet Horde World. Linked to a central computer brain, Horde Troopers can be programmed to follow any evil command they are given. With the robotic strength to overpower all enemies of his empire, Hordak's troopers are more than a match for most enemies. On command from their master, the vicious troopers attack heroic warriors until He-Man lands a powerful punch causing them to fall apart!



VINTAGE VAULT The vintage Horde Trooper figure was released in the original toyline's fifth wave in 1986. The figure, which came armed with a red "tech spear," would fall apart when the button on its chest was pressed.

BACK AGAIN When the original MOTUC Horde Troopers were released in late 2013, fans eager to army build a Trooper army caused the 2-pack to sell out before demand was met. Rumors of a re-release began to circulate, and eventually a single-carded Horde Trooper appeared on Shop.Mattel.com in the spring of 2017. While this figure was basically a re-release of the original Horde Trooper figure, this version of the figure featured lighter gray plastic and no painted battle damage.



MOTUC #219 • AFFILIATION The Evil Horde • **SUBSCRIPTION** N/A • **PRICE** \$25
ORIGINAL FIGURE RELEASE Shop.Mattel.com (May 2017) • **RELEASE TYPE** Carded Figure



WELL ARMED The single-carded Horde Trooper came with the same four weapons as the original Horde Trooper 2-pack, including this baton, which was based on a weapon used by the Troopers in the Filmation POP cartoon.

READY, AIM The crossbow accessory was a newly designed piece for the Horde Trooper 2-pack and had not previously appeared in any media.



SHIELD ME This shield, like the baton, was based on a weapon used by the Troopers in the Filmation POP cartoon.



WELL STAFFED The red staff was based on the vintage Horde Trooper accessory.



HEADS WILL ROLL The General Sundar figure, which was released in late 2016, came packaged with three additional heads for the Horde Trooper: a purple demon head (inspired by the Horde Troopers' appearance in DC Comics), Navy Scuba head, and Eternian Invasion head, the latter two of which were inspired by the Filmation POP cartoon.

TRIVIA

The following copy was written for the single-carded Horde Trooper's sales page on Shop.Mattel.com: "You can't run an evil empire without the muscle to back it up... build a powerful and mighty army with the Horde Trooper! Includes electrostaff, dragon stick, crossbow and Horde shield."



Pictured on the Horde Trooper's cardback were Catra, the Spirit of Hordak, Grizzlor, and Horde Prime.



The Horde Trooper robots came packaged with the same sheet of battle damage stickers that originally shipped with the Hover Robots, allowing collectors to adorn their Trooper with the scars of war. The stickers included blast marks, blade slashes, burns, and exposed circuitry.



Ultimate Edition

SKELETOR

Lord of Destruction



ACCESSORIES



BIO Some say noble Prince Keldor was corrupted by tragic circumstances. Others believe something was wrong from the start, citing his manipulative nature, his need to control others, and his obsession with forbidden magic. One thing is clear. After Keldor became Skeletor, his desire for power in the name of chaos and destruction was matched only by his cunning intellect, deceitful behavior, and sardonic wit. Although he is a psychopath of the highest order, Skeletor is a skilled warrior and master wizard with proficiency in all spheres of sorcery. Driven by a sense of entitlement and a thirst for knowledge and power at all costs, Skeletor believes that his true destiny lies in the acquisition of Castle Grayskull's secrets. He is repeatedly thwarted in this goal by his arch-nemesis and nephew, He-Man, whom Skeletor disdainfully refers to as a "muscle-bound oaf." Though wantonly cruel, Skeletor retained a measure of Keldor's charisma even after his disfigurement and transformation. Perhaps sensing kindred spirits in the group of embittered misfits and outcasts who follow him, Skeletor manages to instill both admiration and abject fear in his underlings.

THE CLASSICS STORY CONTINUES

After Despara decapitated Skeletor's zombified body, it was taken away by reverent Skelcons who placed it in a sacred temple. "The Skeleteen", obsessed with locating his father, convinced Evil-Lyn and an aged Beast Man to join him in a quest to find Skeletor's remains. They eventually succeeded and brought his corpse to the mysterious cave where Keldor's Gar mother Saryn was slain. Enacting a forbidden rite, they used the Havoc Staff and the everlasting pool of Saryn's enchanted blood to resurrect the villain. This unnatural act of necromancy was instrumental in triggering a magical anomaly called The Reawakening, an event which brought many deceased Eternian heroes and villains back to life. Restored to his original state by his mother's blood, Keldor feigned remorse for past misdeeds and cleverly orchestrated the mystical rebirth of Castle Grayskull. When Keldor attempted to seize Grayskull's magical energies for himself, he was defeated by King He-Man and several "reawakened" Heroic Warriors. Ruing his loss and deeply craving the power he once possessed as Skeletor, Keldor willingly used profane black magic to transform himself back into the Lord of Destruction.



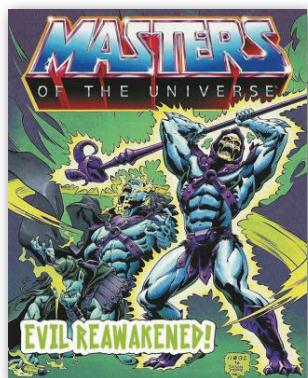
MOTUC #220 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE \$35
• ORIGINAL FIGURE RELEASE super7.com (August 2017) • RELEASE TYPE Carded Figure



HEADS UP This Alcala-inspired head sculpt, which was first released with the Demo-Man figure, was also included with Ultimate Skeletor, along with, for the first time ever, a purple version of the Alcala-inspired Power Sword. The gray version of this sword was first released with He-Ro II.



COMPARISON TIME Note some subtle color differences between Ultimate Skeletor (immediate right) and original Skeletor (far right). More obvious differences included the use of the Whiplash forearms, the Kobra Khan boot tops, and the painted purple feet.



FAUX COMIC Each Ultimate figure came packaged with an art card resembling the cover of a mini-comic. New character bios were printed on the back of each card, as well as a section titled "The Classics Story Continues," further fleshing out the ongoing MOTUC storyline. Skeletor's "mini-comic" was titled "Evil Reawakened!"

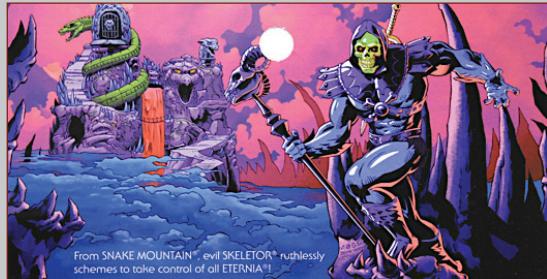
WELL ARMED Like the original Skeletor figure, the Ultimate Edition of Skeletor came armed with the purple version of the Power Sword, a purple half-sword, and his signature Havoc Staff.



HEADS WILL ROLL Ultimate Skeletor also came packaged with the Keldor head and cape. In total, Ultimate Skeletor collected parts from four different figure releases into one package.

TRIVIA

When Mattel handed the reigns of MOTUC over to Super7, the new company's first order of business was releasing a set of five "Ultimate" figures. Each of these previously-released figures came in brand new packaging and included a range of accessories and parts never before available in a single package. The Ultimate figures were not only a great way to re-launch the line under the Super7 banner, but also allowed fans a second shot at purchasing some core characters for their collection that had been off the market for some time.



The Ultimate Edition figures came in new packaging that paid homage to the vintage toyline packaging (below), and also featured original art on the back of each card (above).



Ultimate Edition

HE-MAN

Most Powerful Man in the Universe!



ACCESSORIES



BIO He-Man's superhuman strength is paralleled in equal measure by his kindness and courage. Although he is clad in barbarian garb from Preternian times, his extraordinary proficiency as a warrior is informed by his upbringing as Prince Adam. Unlike Cringer and Battle Cat, who are very distinct, a substantial portion of Adam's personality transferred into He-Man. Thus, He-Man retains Adam's boyish charm, friendly disposition, and wry sense of humor. He inherited his ancestor King Grayskull's battle prowess as well as his leadership skills, but He-Man embodies a great deal more than even King Grayskull himself did. For example, He-Man also inherited his ancestor He-Ro's wisdom and compassion, as well as some magical abilities that can be channeled via his sword. In addition to these traits, when He-Man invokes "the Power of Grayskull" – i.e. the power of creation itself mystically combined with the knowledge of the Elders - he gains unfathomable might and almost unlimited endurance, abilities his ancestors did not fully possess.

THE CLASSICS STORY CONTINUES Following the Third Ultimate Battleground, He-Man continued ruling Eternia alongside Teela, Dare, and She-Ra. During this time of rebuilding, King He-Man met new allies such as Andras and Lygon, as well as adversaries such as the gruesome Riders of Mordor. Events on Eternia began coming full circle when a resurrected Keldor convinced King He-Man that Castle Grayskull's absence would cause devastating repercussions throughout the universe. Teela concurred with this assertion, as did the spirit of He-Ro, who finally revealed his true connection to He-Man and She-Ra, telling them that they must return their powers in order to restore Grayskull. Upon hearing this, they transformed back into Adam and Adora, respectively, sending the Power of Grayskull into the depths of the abyss where it was absorbed by the Starseed. King Adam then permitted Keldor to enact his plan. With assistance from Eternia's sorcerers, Keldor drained the energies from the Trollan Temple of Power and Central Tower, merging them with the residual essence of Castle Grayskull. Infused by the magic of the Starseed, Castle Grayskull was mystically reconstructed and reborn as the undisputed seat of power and mystery in the universe. Keldor wasted little time in betraying Adam and his allies by attempting to divert the Power of Grayskull into his own body. Seeing this, King Adam quickly transformed back into He-Man in the presence of the renewed Grayskull. To He-Man's surprise, his youth was restored as was his original battle harness. With the help of his Heroic Warriors, He-Man succeeded in defeating the traitorous Keldor.



MOTUC #221 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$35
• **ORIGINAL FIGURE RELEASE** super7.com (August 2017) • **RELEASE TYPE** Carded Figure



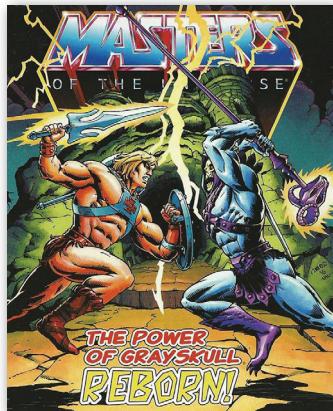
HEADS UP This Alcala-inspired head sculpt, which was first released with the Oo-Larr figure, was also included with Ultimate He-Man, along with the Alcala-inspired Power Sword, which was first released with He-Ro II.



HEADS WILL ROLL Ultimate He-Man came packaged sporting the head sculpt inspired by the vintage He-Man action figure. This alternate head sculpt had originally been released with the Oo-Larr figure. The original MOTUC He-Man head sculpt was also included in the package.



COMPARISON TIME Note some subtle color differences between Ultimate He-Man (*immediate right*) and original He-Man (*far right*). These differences are most obvious in the color of the figures' hair, bracers, and belt, as well as the gray used for the weapons and armor.



FAUX COMIC The art card included with Ultimate He-Man, which was made to resemble a pack-in mini-comic, was titled "The Power of Grayskull Reborn!" One imagines that this is what the cover of the mini-comic telling the story on the back of the card ("The classics story continues...") would have looked like.

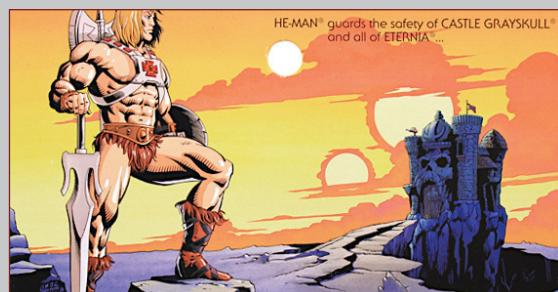
WELL ARMED Like the original He-Man figure, the Ultimate version of He-Man came armed with the Power Sword, a half-sword, shield, and battle axe.



TRIVIA

Every Ultimate figure showcased the same 13 figures on the back of their packaging: the five Ultimate figures (He-Man, Teela, Ram Man, Skeletor, and Faker), the four upcoming Collectors Choice figures (Hawke, Fangor, Lodar, and Quakke), and the four upcoming Club Grayskull figures (Man-At-Arms, Teela, Hordak, and Tri-Klops). The back of the cards also featured instructions on how to swap the figure's heads.

In total, Ultimate He-Man collected parts from three different figure releases into one package.



Shown above is the original artwork featured on the back of Ultimate He-Man's packaging.



Ultimate Edition
TEELA
 Warrior Goddess!



ACCESSORIES



BIO A no-nonsense warrior trained by her adoptive father Man-At-Arms, Teela always pushed herself to be the most skilled and accomplished warrior in the Kingdom of Eternos. Knowing that she would always be judged against her father's accomplishments, Teela never failed to rise to a challenge. When King Randor named her his Captain of the Guard and assigned her to train his own callow son Prince Adam, few in the kingdom mistook her achievements for nepotism. Teela never knew her mother until the day the Sorceress of Grayskull revealed the truth to her, that she was born by magic when the evil Skeletor defiled ancient arts to steal the Sorceress's powers. When the Sorceress later suffered a fatal dose of King Hssss' venom, she trained Teela in the ways of magic to act as her replacement, a role that Teela initially rejected until Adam shared his secret identity as the heroic He-Man. Whether armed with her sword, or the mystic Staff of Ka, Teela is a true heroic warrior goddess.

THE CLASSICS STORY CONTINUES While

her secret husband He-Man searched the cosmos for his missing sister She-Ra, Teela guarded Castle Grayskull as its Sorceress and raised their young son Prince Dare with the help of King Randor and Queen Marlena. Sensing that Dare might one day be called to protect Eternia as his father did, Teela used her Staff of Ka to summon the Goddess to help train the boy. Teela further formed a new Council of Elders including Orko, Master Sebrian, and other spellcasters to help protect Eternia from mystical threats such as the evil Enchantress and Shokoti. While Teela became Queen of Eternia when He-Man returned to inherit his father's crown, her role as guardian seemed to come to a sudden end when the Unnamed One used his formidable power to destroy Castle Grayskull. However, Teela retained her powers as Grayskull's magic could never be truly destroyed. Eventually she and her new Council of Elders were able to restore the Castle with the help of an unexpected ally: a resurrected Keldor!



MOTUC #222 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$35
 • **ORIGINAL FIGURE RELEASE** super7.com (August 2017) • **RELEASE TYPE** Carded Figure



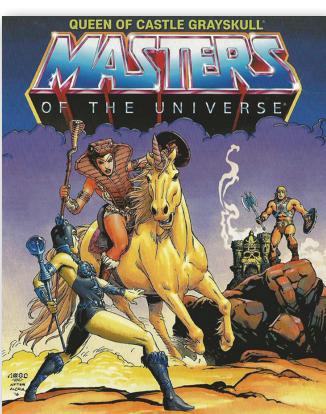
WARRIOR GODDESS Ultimate

Teela also came with the original Teela's snake armor as well as the gold spear that originally shipped with the Goddess figure. This was the fourth time the snake armor had been released in MOTUC (including original Teela, Weapons Pak #2, and the Goddess).



COMPARISON TIME

Note some subtle color differences between Ultimate Teela (*immediate right*) and original Teela (*far right*). These differences were most obvious in the color of the figures' hair and boots.



FAUX COMIC The art card included with Ultimate Teela, which was made to resemble a pack-in mini-comic, was titled "Queen of Castle Grayskull," and depicted Teela, astride a unicorn, in battle with Evil-Lyn as He-Man looked on with Castle Grayskull in the background.

WELL ARMED Like the original Teela figure, the Ultimate version of Teela came armed with her sword, shield, and snake staff.

TRIVIA

With the inclusion of four different head sculpts, Ultimate Teela tied with General Sundar for the most head sculpts included with a single figure in MOTUC.



Ultimate Teela did not ship with Zoar or Zoar armor, unlike the original Teela figure, which included both. This was the only "Ultimate" figure to be missing pieces from the original figure's release.

In total, Ultimate Teela collected parts from three different figure releases into one package.



Shown above is the original artwork featured on the back of Ultimate Teela's packaging. This artwork featured the Roton and Skelcon as well as both the Filmation and 200x designs of the Palace Guards.



Ultimate Edition

RAM MAN

Heroic Human Battering Ram!



ACCESSORIES



BIO While Ram Man is not known for his intellect, he possesses a valiant heart and a fierce loyalty to his allies. Known as "Rammy" to his friends, he is well-loved by the Heroic Warriors. Because of his simpleminded demeanor, Ram Man is sometimes the target of villains seeking to take advantage of his abilities. Early on, Skeletor convinced Ram Man that He-Man was mocking him and told the "human battering ram" to attack Castle Grayskull in revenge. In another instance, Evil-Lyn disguised herself as a beautiful Siren and took control of Ram Man's mind. Fortunately, the hero eventually saw through these deceptions. Proudly wearing the enchanted armor of his ancestors, Ram Man can launch himself through most solid objects without suffering any harm, outside of the occasional headache. In his spare time, he enjoys fishing at the Sko River with Man-E-Faces.

THE CLASSICS STORY CONTINUES

When He-Man and She-Ra left for Primus, Ram Man continued serving Randor as one of Eternia's chief protectors, standing against threats posed by the likes of Draego-Man, Count Sneer, Lady Slither, and others. Along the way, Ram Man saved a teenage boy from an attack by the Three Terrors. The lad soon



became Ram Man's shadow, "helping Rammy" whenever adventure called. Although Ram Man was initially resistant, he eventually took the boy on as a squire and asked the reclusive scientist Jodder to develop specialized "impact armor" for him. Ram Man trained his apprentice, who adopted his mentor's name when Ram Man retired to enjoy some well-deserved relaxation. During this time, he "accidentally" participated in an infamous tavern brawl involving Rotar and the boisterous Fisto. Some claim the fight happened over the affections of Lady Edwina, though the brawl's participants haven't confirmed this. A few years later, Battle Cat asked the original Ram Man to join a small band of warriors on a dangerous mission into Hyperspace. Donning his old orange tunic and his enchanted armor, Ram Man agreed to join Battle Cat and the others in their quest. While in Hyperspace, Ram Man was instrumental in defeating the fiendish wizard Satma, who planned to use the Creeping Horak against all of Eternia. The adventure in Hyperspace lasted only a few days, but when Ram Man and the others returned, they realized several years had passed on Eternia. They were shocked to learn about the Third Ultimate Battleground and the destruction and subsequent restoration of Castle Grayskull, though they were pleased to see that their friend He-Man was back on Eternia.

MOTUC #223 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$35
• **ORIGINAL FIGURE RELEASE** super7.com (August 2017) • **RELEASE TYPE** Carded Figure



ORANGE YOU GLAD

Unlike the other four “Ultimate” figures, which were straight re-releases of existing figures combined with bonus accessories, Ram Man was

a repaint. This version of the figure was painted to match his vintage cross sell art (above), including an orange tunic, red legs, and brown boots. The armor portions of the figure were also given a matte gray finish, vs. the original figure’s shiny silver.

HEADS UP Ultimate Ram Man came with the same alternate, unhelmeted head as the original Ram Man figure.

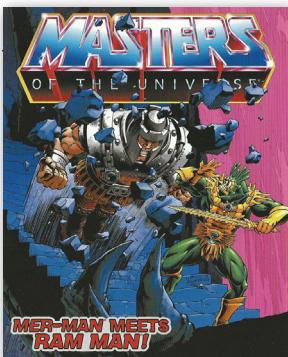


WELL ARMED

Ultimate Ram Man came with the same battle axe as the original Ram Man figure. The axe could be held in the figure’s right hand or stored on his back.

COMPARISON

TIME Note the color and finish differences between Ultimate Ram Man (immediate right) and original Ram Man (far right).



FAUX COMIC The art card included with Ultimate Ram Man, which was made to resemble a pack-in mini-comic, was titled “Mer-Man Meets Ram Man!”

TRIVIA

Ultimate Ram Man was the only Ultimate figure that did not include any accessories originally released with other figures.

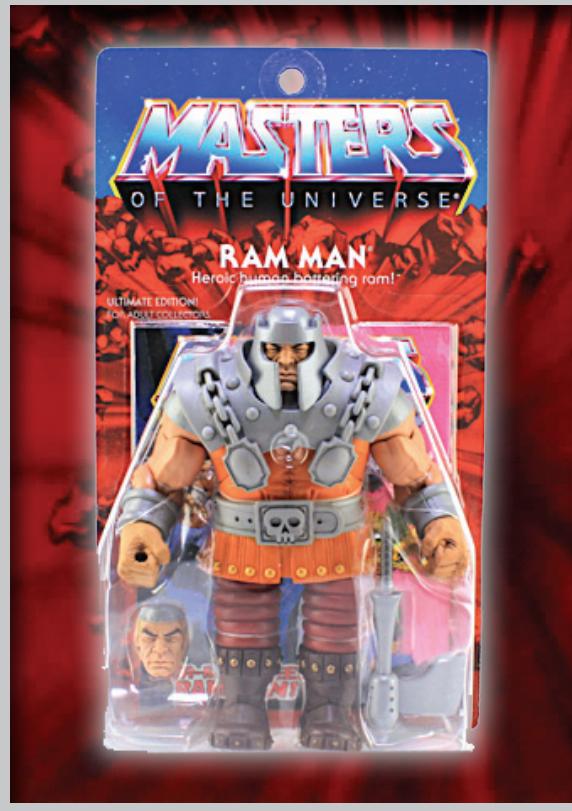


While the original Ram Man was considered an “oversized” figure and was therefore priced higher than the other figures in the line, Ultimate Ram Man cost \$35, the same price as the other four figures in the “Ultimates” wave.

Only 13 figures were released in MOTUC 2017. This was the smallest number released in a single year since the line was launched in 2008.



Shown above is the original artwork featured on the back of Ultimate Ram Man’s packaging.



Ultimate Edition
FAKER
Evil Robot of Skeletor



ACCESSORIES



BIO The evil robot Faker was originally a decoy created by Man-At-Arms to help combat Skeletor while Prince Adam was a prisoner in Snake Mountain. Tri-Klops salvaged the robot's smashed remains and rebuilt him into a more formidable combatant, even giving him synthetic flesh. An amused Skeletor named him when, after being addressed as He-Man, he said simply "Not He-Man. Faker." After his first battle with He-Man, one of Evil-Lyn's spells with the Shaping Staff backfired and caused Faker's artificial skin to turn blue. Inspired by the mistake, Skeletor commanded Tri-Klops to make the change permanent and program Faker to trick the Eternian public into thinking He-Man was a Gar who betrayed and murdered King Randor, allowing Skeletor to briefly claim the Eternian throne. Faker would remain Skeletor's most devoted Evil Warrior even during the Second Ultimate Battleground. After Skeletor left Eternia to conquer the universe, a battle-damaged Faker abandoned Snake Mountain, stating that he no longer belonged there.

THE CLASSICS STORY CONTINUES Although created to dupe the Eternian public into thinking He-Man was a traitor, the robot Faker proved to be a much more formidable foe than a mere deception. During a battle with He-Man over Skeletor's Invisible Ray, which could transfer one's essence into another's body, some of He-Man's power was transferred into Faker's shell, making him self-aware and almost as strong as He-Man himself. Faker found himself trying to decipher the concept of emotions that were now part of his make-up. During his confusion, he briefly protected He-Man's son Prince Dare from assassins and seemingly sacrificed himself in the process. But driven by his evil programming, Faker purged all feelings that did not center around anger, making him more dangerous than ever. Faker later fought both He-Man and Anti-He-Man before being banished to Anti-Eternia. Hoping to return one day to his master Skeletor, Faker agreed to serve Anti-He-Man as his double agent, posing as an ally to the heroic rebel leader Keldor!



MOTUC #224 • AFFILIATION Evil Warriors • **SUBSCRIPTION** N/A • **PRICE** \$35
• **ORIGINAL FIGURE RELEASE** super7.com (August 2017) • **RELEASE TYPE** Carded Figure



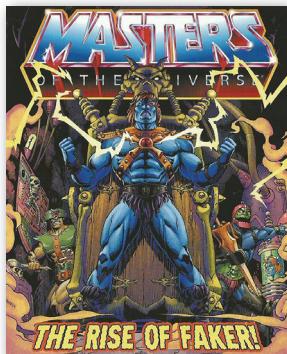
EN GUARDE Like the original Faker figure, the Ultimate version of Faker came armed with the Power Sword, as well as a half-sword, both in orange.



WELL ARMED He-Man's axe and shield, in orange, had first been released in Weapons Pak #2 (Great Wars Assortment) in 2010.



HEADS WILL ROLL Ultimate Faker came packaged sporting a repainted He-Man head sculpt that had originally been released with the Oo-Larr figure, but was repainted here to resemble a vintage Faker head.



FAUX COMIC The art card included with Ultimate Faker, which was made to resemble a pack-in mini-comic, was titled "The Rise of Faker!" Both Tri-Klops and Trap Jaw could be seen in the illustration, seemingly responsible for the resurrection of the android.

TRIVIA

Compared to the original MOTUC Faker figure, Ultimate Edition Faker had brighter orange hair and armor, and a solid black belt and bracers where the original's were dark gray and silver. The straps on the boots of the Ultimate Faker were also a dark purple instead of black.



Because of the scarcity of the Battle Armor Faker / Bizarro 2-pack, which was released at Toys R Us in mid-2011, many fans wished that Ultimate Faker had come with orange Battle Armor pieces.



Shown above is the original artwork featured on the back of Ultimate Faker's packaging.



PRINCE ADAM

Heroic "Secret Identity" of He-Man



ACCESSORIES



BIO After Adam received the Power of Grayskull, he played up his reputation as an irresponsible young man. Although he had long since outgrown his early days as a reckless teenager, he maintained the persona of "the carousing Prince" in order to conceal his secret identity. In the eyes of others, Adam liked nothing more than revelry and the company of Eternos' most unruly young ladies. Adam spent time at the Dragon's Breath Inn*, lifting flagons of ale with hearty fellows and brawling with anyone who insulted his talking tiger, Cringer. Teela disdained this unseemly behavior, as did King Randor and his Prime Minister, Duke Tiberon. Upon witnessing Teela's growing revulsion and concern, Adam heeded Man-At-Arms' advice and "mended his ways." Much to his father's relief, Adam abandoned his rebellious garb and started wearing the royal maroon and purple clothing befitting a prince**. Although Adam's wild carousing was, for the most part, a pretense, his regular tardiness, hatred of royal paperwork, and fondness for afternoon naps were all quite genuine.



FROM PAGE TO PLASTIC This version of Prince Adam, which was offered as an exclusive at Power-Con in June of 2017, was based on his appearance in some of the early MOTU DC Comics.

In these early illustrations, Prince Adam was shown wearing a blue tunic with gold detailing at the shoulders as well as having bare arms and legs, unlike his more familiar maroon cloak with pink leggings and white sleeves Filmation cartoon design.

* The majority of this bio information came from the series of MOTU comics published by DC Comics in 1982. For instance, "Dragon's Breath Inn" and "lifting flagons of ale with hearty fellows" came from DC Comics Presents #47 (1982). ** This story development helped explain the difference in look between Prince Adam's blue vest phase and his more royal look.

MOTUC #225A • AFFILIATION Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$110
• **ORIGINAL FIGURE RELEASE** Power-Con (September 2017) • **RELEASE TYPE** Boxed 3-Pack



WELL ARMED Prince Adam came with the full version of the Power Sword (making its 22nd appearance in MOTUC), cast in a dark gray plastic with a black hilt.

TO THE NINES The vest was a re-use of the original Prince Adam's vest, only in blue and gold instead of maroon. This vest, however, had a slot for carrying the Power Sword, whereas the original did not.



A HEAD OF THE REST Prince Adam's head sculpt, which was based on the artwork of comic book artist Alfredo Alcala, was originally released with the Oo-Larr figure.

QUITE THE PAIR

Original MOTUC Prince Adam is shown here standing alongside the 3-pack Prince Adam.



TRIVIA

This version of Prince Adam was released in a 3-pack alongside the early mini-comic designs of Stratos and Trap-Jaw. Produced by Super7, it retailed for \$110.



Since the original MOTUC Prince Adam figure had been released as an "accessory" to the Orko figure, he had not been previously given a proper bio. The release of the DC Comics version of Prince Adam finally allowed for the release of his official bio in MOTUC.

Aside the aforementioned vest and Oo-Larr head, this version of Prince Adam was made up entirely of the standard He-Man body, with the exception of the left bracer, which originated with Tri-Klops.

In spite of his huge prevalence in the mythos, Prince Adam was never given a single-carded release in Masters of the Universe Classics until the release of the "Laughing" Prince Adam figure at San Diego Comic-Con in 2018.

This Prince Adam figure's vest would be used again for the "Laughing" Prince Adam figure.

Due to a slight production snafu, many collectors found it quite easy to remove Prince Adam's hair from his head.



STRATOS

Heroic Leader of the Bird People



ACCESSORIES



BIO In their adolescence, Stratos and Hawke watched helplessly as the Tycons, a race of humanoid insects, killed their parents and ravaged their village.* Infuriated, Stratos finally took up his father's Fire Ray and led groups of Bird People against the insect menace. Stratos' forces eventually overcame the Tycons, though many Bird People were left homeless. Undeterred, Stratos and Hawke went to the Mystic Mountains where they found the Golden Egg, a holy relic that brought fertility to the land of their ancestors. Stratos led his people into the mountains, and there, Avion was reborn with young Stratos named as its leader. Because of the trauma he'd endured, Stratos strongly distrusted outsiders, but at the urging of his older cousin Syracu, he gradually learned the value of cooperation, even assisting the barbarian Oo-Larr on occasion. Not long after, Prince Randor saved Stratos** from a Lizigator's jaws, which earned him the Avionian's eternal friendship. It took some years for Stratos' gray feathers to grow over his light-colored down,*** but with them, his wisdom grew as well.



FROM PAGE TO PLASTIC This version of Stratos was based on his appearance in some of the early vintage mini-comics, where he was at times illustrated with tan skin and blue wings.

* The first half of this bio came mainly from the MVCreations MOTU comics (2004), where a young Stratos and Hawke witness the decimation of their home and family and lead the fight against the evil Tycons. ** Prince Randor saving Stratos explained the basis of their alliance, as Stratos was identified as part of Randor's council in his 2009 Classics bio, and later became one of He-Man's chief allies. *** This section of the bio helped explain the change of Stratos from beige to the standard gray-colored version of the character.

MOTUC #225B • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE \$110
• ORIGINAL FIGURE RELEASE Power-Con (September 2017) • RELEASE TYPE Boxed 3-Pack



WELL ARMED Stratos came with the mini-comic version of the Staff of Avion, which was first released with Goat Man in 2014. While the staff released with Goat Man was mostly green with some gold accents, this re-release was almost entirely gold.

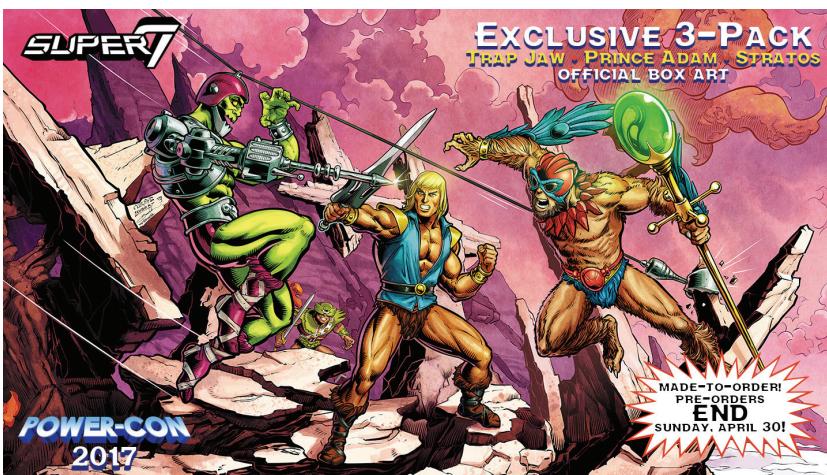


TO THE NINES Unlike the Prince Adam figure (see previous page), which required no new tooling to produce, this version of Stratos was given an all-new red belt and feathered collar.



COMPARISON TIME >

This mini-comic version of Stratos (far right) is shown here standing alongside the original MOTUC Stratos figure (immediate right).



EASTER EGG This artwork, created for the back of the figures' packaging, featured Trap Jaw, Prince Adam, and Stratos in battle. The mini-comic version of Tri-Klops could be seen in the background between Trap Jaw and Adam.

TRIVIA

Unlike the original MOTUC Stratos figure and its Toys R Us exclusive follow-up, this version of Stratos was given a gripping left hand (borrowed from Beast Man), finally allowing him to properly grip the Staff of Avion. This version of Stratos also sported toed feet (again borrowed from Beast Man) instead of the usual Stratos "sock" feet.



The wings on this Stratos figure could be rotated at the wrist, a feature that the original Stratos figure lacked.

Super7 opted to write a new bio for this version of Stratos rather than simply reusing the bio from the figure's original release. This new bio gave an explanation for Stratos' change in color.

Not only was Stratos at times drawn with tan skin in the early mini-comics, he was also on one occasion shown to be, amusingly, an Evil Warrior.

Hawke, who is mentioned in Stratos' bio, would be released in MOTUC six month later in March of 2018.

The Filmation version of Stratos would be released in January of 2020. It was also one of the final figures ever released in either Club Grayskull or Masters of the Universe Classics.



TRAP JAW

Evil Cyborg Criminal with an "Iron Jaw"



ACCESSORIES



BIO When Skeletor defeated Kronis,* his dark magic left the insane criminal broken and poisoned. Although Tri-Klops rebuilt Kronis into the loyal but menacing Trap Jaw, Skeletor's poison continued to ravage his body and over time turned his blue skin into a sickly green. During a battle with the Heroic Warriors, Trap Jaw escaped through a dimensional gateway to his native Infinita where peacekeepers once more tried to capture him for his criminal past. Trap Jaw lost much of his damaged body armor, and without Tri-Klops to maintain his cybernetics, his mechanical arm became little more than a primitive club. However, the strange workings of magic caused Trap Jaw to gain trans-dimensional entry into Castle Grayskull, allowing him to temporarily absorb much of the castle's powers.** When Trap Jaw returned to conquer Eternia for himself, Skeletor joined forces with He-Man to defeat him by severing his connection to the castle's power. Trap Jaw renewed his loyalty to Skeletor, but secretly he hungered for the power he had ever so briefly possessed.



FROM PAGE TO PLASTIC This version of Trap Jaw was based on his appearance in the vintage mini-comic "The Menace of Trap Jaw," where he was colored with green skin instead of his normal blue. He also sported bare legs, a unique helmet design, and wore different boots and shorts.

* Skeletor defeating and gravely injuring Kronis and then Tri-Klops rebuilding him into Trap Jaw came from Trap Jaw's MOTUC bio, which itself was inspired by the events in the MVCreations comic "Icons of Evil: Trap Jaw." ** Much of the plot in this bio (Trap Jaw crossing between dimensions, absorbing powers from Castle Grayskull, and his pursuit by alien authorities (peacekeepers) came from the vintage mini-comic "The Menace of Trap Jaw".

MOTUC #225C • AFFILIATION Evil Warriors • **SUBSCRIPTION** N/A • **PRICE** \$110
• ORIGINAL FIGURE RELEASE Power-Con (September 2017) • **RELEASE TYPE** Boxed 3-Pack



NICE DUDS It took more than just green skin to accurately replicate this version of Trap Jaw in plastic. The figure was also given a new head sculpt as well as a new belt and striped shorts. He also utilized the standard male left shoulder, bicep, hand, and legs with Tri-Klops' left bracer and He-Man's boots.



WELL ARMED No version of Trap Jaw is complete without his signature claw...



...and gun attachments, all carried over from the original Trap Jaw figure, but cast this time in dark gray plastic instead of black.



...hook...



COMPARISON

TIME This mini-comic version of Trap Jaw (left) is shown here standing alongside the original MOTUC Trap Jaw figure (far left).

TRIVIA

Super7 opted to write a new bio for this version of Trap Jaw rather than simply reusing the bio from the figure's original release. This new bio gave an explanation for Trap Jaw's change in color.



This version of Trap Jaw did not have an articulated jaw, and there were no loops on his belt to store his attachments.

Perhaps not coincidentally, all three of Trap Jaw's attachments were included with the Terroar figure simultaneously released with this figure at Power-Con.

For some reason during production, the connection points for Trap Jaw's attachments were changed from the previous iterations of these pieces, and as a result, they were incompatible with previous MOTUC figures like the original Trap Jaw, Roboto, or Hurricane Hordak.



LORD GR'ASP

Venomous Viper with a Crushing Claw



ACCESSORIES



BIO One of the Unnamed One's elite generals, Lord Gr'Asp used his vile cunning to orchestrate his master's escape from the Nameless Dimension. He first made an alliance with Horde Prime and persuaded him to destroy the Kayed Crystal, damaging the barrier that kept the Unnamed One trapped. With a legion of Horde-armored Snake Troopers at his command, Gr'Asp then convinced Hordak and King Hssss to join forces on Eternia. Gr'Asp and his warriors escaped defeat during the Second Ultimate Battleground, but later joined forces with Lady Slither to reconquer Eternia after the Unnamed One's demise. While Gr'Asp is a master of strategy, he prefers to lurk in the shadows and snatch unsuspecting victims in his Captor Claw rather than engage in a fair fight. While he claims to admire the stealth and skill of enemies like Slamurai and Zodak, he also viciously exploits the naïveté of younger opponents like Strobo and Prince Dare. Lord Gr'Asp hopes to resurrect both the Horde Empire and the Snake Men, but only to help him steal the knowledge of Grayskull for himself.



HUMBLE BEGINNINGS In the late 1980s, as sales of the Masters of the Universe toyline began to rapidly decline, Mattel brainstormed several ideas to try to keep the dying brand afloat. One such idea was to release a wave of figures comprised entirely of existing parts, which would save the company a large amount of money in tooling costs. Artwork was created for several new characters that would have comprised a seventh wave of figures, with plans for release in 1988. Ultimately, the line was cancelled before these figures were ever made. But three of these characters were finally immortalized in plastic when Super7 released Lord Gr'Asp, Terroar, and Plasmar as a 3-pack exclusively at Power-Con in September of 2017.

MOTUC #226A • AFFILIATION The Snake Men • **SUBSCRIPTION** N/A • **PRICE** \$110
• **ORIGINAL FIGURE RELEASE** Power-Con (September 2017) • **RELEASE TYPE** Boxed 3-Pack

ALTERNATE VIEWS

Aside from the aforementioned reused parts, Lord Gr'Asp also utilized the standard smooth male torso, shoulders, biceps, upper legs, and furry loincloth along with He-Man's boots and Skeletor's left glove.



SHIELD ME Lord Gr'Asp came armed with a repainted shield from the original King Hssss figure.

And while some might pair the included snake staff with Gr'Asp as well, the vintage cardback art confirms that it actually belonged to Terroar.

DÉJÀ VU

Among Lord Gr'Asp's arsenal of reused figure parts were Sssqueeze's head, Scareglow's cape, and Clawful's right claw.



TRIVIA

The vintage concept art for Lord Gr'Asp depicted the character wearing a hood, but the MOTUC figure did not come with one.



When Super7 first revealed the Lord Gr'Asp prototype, his claw was entirely black. It was changed to yellow with black detailing for the final figure.

In addition to Terroar, Lord Gr'Asp, and Plasmar, the unreleased Wave 7 concept drawings also depicted Strobo (who was released in MOTUC in 2013 as a traveling convention exclusive), as well as Horde Troopers with Rattlor heads and an all-white version of the Ninjor figure. The latter two were released as the Snake Troopers / Slamurai three-pack at Power-Con in August of 2019.

Just like the MOTUC Clawful figure, Lord Gr'Asp's right claw was spring-loaded to snap shut.

Lord Gr'Asp's cape was made of a much softer/gummier plastic than Scareglow's.

The use of the Skeletor gloves was a deviation from the vintage concept art, which depicted Gr'Asp with completely smooth forearms.

The Snake Man logo on Lord Gr'Asp's chest was not present in any of his concept art.



CHEEZY

PLASMAR

Heroic Master of Plasma-Blast Power



ACCESSORIES



BIO In the Battle of Xarkoran, the warrior Plasmar saw his friends and family slain by the Snake Men allied with the Horde. Vengeful, he salvaged a magic crystal that Xarkoran's scientists had grown from a shard of the mystic Gem of Tamadge. Absorbing its powers, Plasmar gained the ability to control Plasma-Blast energy and generate weapons from thin air! He then hunted the Snake Men exclusively, battling many of their deadliest warriors and even wearing their hides as a trophy until his old friend Clamp Champ later recruited him to help defend Eternos. Because Plasmar could create and master an arsenal of weapons based on those he'd seen in battle like the Horde's crossbows and Rio Blast's cyber guns, he gained the nickname "Hot Shot." Even while serving the banner of King He-Man, Plasmar fought the evil Camo Khan, who had survived the Spell of Separation thanks to Skeletor's sorcery. The two warriors hunted each other for years in the depths of Subternia, eventually rejoining the conflict on Eternia's surface.



ORIGINS Like Lord Gr'Asp, Plasmar was one of the concept characters created for the unreleased Wave 7 of the vintage Masters of the Universe toyline. Based on his concept art, Plasmar would have utilized pieces from several existing MOTU figures, including the armor and cape from He-Ro, another planned figure that was never released in the vintage line.



MOTUC #226B • AFFILIATION Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$110
• **ORIGINAL FIGURE RELEASE** Power-Con (September 2017) • **RELEASE TYPE** Boxed 3-Pack

GUNS OUT Plasmar utilized Rio Blast's forearms and right hand as well as his forearm guns, which were cast in translucent red plastic and slid into the openings under his wrists.



DON'T CROSS ME Plasmar also came armed with Hordak's crossbow, cast in the same translucent red plastic as his forearm guns.

DÉJÀ VU In addition to the aforementioned He-Ro, Rio-Blast, and Hordak parts, Plasmar utilized Fisto's head, the standard male torso, shoulders, and biceps, and Sssqueeze's shorts, legs, and feet.



ALTERNATE VIEWS

Plasmar's cape and armor, which were all one piece, were removable.



HIDDEN WARRIOR This artwork, created for the back of the figures' packaging, featured Terroar, Lord Gr'Asp, and Plasmar in battle. A white version of Ninjor (a.k.a., Slamura), another character from the vintage unreleased Wave 7, could be seen in the background behind Terroar.

TRIVIA

When Super7 first revealed the prototypes for this Power-Con 3-pack, Plasmar was named "Hot Shot." While his name was changed before final production, a reference to the nickname "Hot Shot" remained in his bio.



The prototype for the MOTUC Plasmar figure was wearing repainted He-Ro armor. The prominent "H" on the armor would have made sense when the character was still being referred to as "Hot Shot," but in the end Super7 opted to use repainted Sir Laser-Lot armor for the final figure.

When the Plasmar prototype was revealed, there was a mystery surrounding the fact that a human character was sporting Snake Men legs. An interesting explanation for this fact was given in the figure's bio.

None of the 2017 Power-Con figures had holes in their feet for use with figure stands, an oversight that Super7 rectified in subsequent figures.

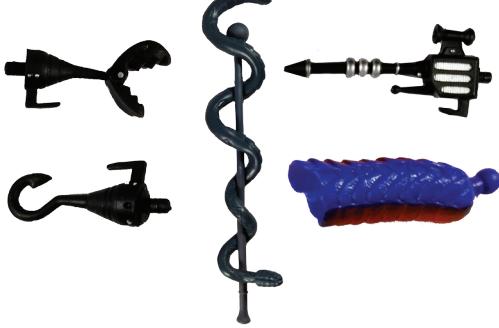


TERROAR

Evil Snake Man Creature with a Sinister Shriek



ACCESSORIES



BIO Long ago, Terroar was exiled from Melodian, a dimension of sound inhabited by formless beings. Though Melodian's denizens were but whispers, Terroar manifested himself as a violent roar that maimed others of his kind. Branded as a dangerous criminal, Terroar was cryosonically frozen and sent hurtling through inter-dimensional space. His craft crashed in Eternia's Ice Mountains, where Terroar remained inert for millennia. Freed during a skirmish between the Horde, the Evil Warriors, and the Snake Men, Terroar systematically assimilated the physical characteristics of several warriors,* taking on a macabre combination of their features. The three factions agreed to hunt the alien, but when they cornered him, he unleashed a devastating roar that brought all to their knees. Fascinated, King Hssss prevented Quick Flick from felling Terroar with an arrow, allowing him to escape. Later, Lord Gr'Asp sought Terroar in the Ice Valley of Death. Remembering Hssss' "kindness," the alien willingly joined the ever-growing forces of the Snake Men and became their secret weapon in battle until the brave trio of Plasmar, Slamurai, and Strobo discovered that Terroar could not withstand prolonged exposure to light.



ORIGINS Just like Lord Gr'Asp and Plasmar, Terroar was one of the concept characters created for the unreleased Wave 7 of the vintage Masters of the Universe toyline. In the artwork above, Terroar is seen in battle against an all-white version of Ninjor. This character was later revealed to be Slamurai, who was mentioned in Terroar's bio.



*Terroar's ability to assimilate the appearances of other warriors explains his strange resemblance to several warriors. Additionally, much of his bio was inspired the 1982 horror movie *The Thing*, directed by John Carpenter.

MOTUC #226C • AFFILIATION The Snake Men • **SUBSCRIPTION** N/A • **PRICE** \$110
• **ORIGINAL FIGURE RELEASE** Power-Con (September 2017) • **RELEASE TYPE** Boxed 3-Pack



HEADS UP Terroar came with a purple version of Rattlor's extended neck. Included with the figure was a set of instructions on how to use a hair dryer to heat up the head and neck for easier removal and attachment of these parts.



FOR MORE TIPS AND ADVICE VISIT
www.he-man.org/boards/showthread.php?270755

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WELL STAFFED Terroar's final accessory was a dark gray version of the original King Hssss staff. This was the sixth time this snake staff had been issued in MOTUC. While it's difficult to tell from the packaging just who the staff belonged to, Terroar's concept art confirmed that it was his.



WELL ARMED Terroar got his right arm from Trap Jaw, and came complete with Trap Jaw's gun, hook, and claw attachments.



TRIVIA

When Super7 first revealed the prototypes for the Power-Con 3-pack, Terroar was named "Hor-Roar." His name was changed before final production.



Even though they shared the same tail sculpt, Terroar's tail did not rattle like Rattlor's.

Unlike Trap Jaw, Terroar's right arm was not removable.

For some reason during production, the connection points for Terroar's attachments were changed from the previous iterations of these pieces, and as a result, they were incompatible with previous MOTUC figures like the original Trap Jaw, Roboto, or Hurricane Hordak.

The prototype for Terroar featured black detailing on his right hand and forearm that was missing from the final figure.



GALLERY

Club Grayskull

HORDAK



ACCESSORIES



BIO Under the watchful eye of Horde Prime, Hordak rose through the ranks of the Evil Horde. He favored science over sorcery, and soon gained the ability to transform his physical form into a plethora of offensive weaponry. Despite failing to overthrow Eternia, Hordak effortlessly conquered the planet of Etheria. But the appearance of She-Ra has seen Hordak's dominance of the planet stall. Yet, with an endless army at his disposal, Hordak believes it is only a matter of time before even the Princess of Power bows to him.



CARTOON CORNER This version of Hordak was based on probably his most well-known appearance: his design in the Filmation *She-Ra: Princess of Power* animated series which ran from 1985-1987. While five different Hordak figures had been previously released in MOTUC, this was the first one to properly capture his animated design, and also the first Hordak figure to not utilize the head sculpt from the original Hordak released in 2009.

BLAST OFF Hordak came with an arm canon to represent his transformation powers, which were prominently displayed in the opening credits of the *She-Ra* cartoon. The canon could take the place of either his left or right arm.



MOTUC #227 • AFFILIATION The Evil Horde • **SUBSCRIPTION** N/A • **PRICE** \$35
ORIGINAL FIGURE RELEASE Super7.com (March 2018) • **RELEASE TYPE** Boxed Figure

SIDEKICK This Imp figure was a re-release of the pack-in figure included with the repainted Hordak that was released as an exclusive at San Diego Comic-Con in 2014. While the two figures shared the same mold, this version of Imp was slightly repainted (with improvements made to the eyes in particular), and while it retained the original's neck articulation, it lacked arm articulation.



TREASURE CHEST Imp as a treasure chest was a bonus accessory given to attendees of SDCC 2014 who purchased the exclusive Hordak figure. The lid of the Imp treasure chest included with Club Grayskull Hordak did not open, unlike the SDCC version, which had a hinged lid.

COMPARISON TIME

Club Grayskull Hordak (immediate right) is shown here beside the Filmation-repaint Hordak (far right) that had been released alongside Imp as an exclusive at SDCC in 2014.



TRIVIA

The four figures in Super7's first wave of Club Grayskull figures were put up for pre-order in May of 2017.

They finally began shipping to collectors in March of 2018.



While the 2014 SDCC exclusive Hordak had a color scheme and robotic alternate arm inspired by his animated design, fans of this version of the character were quick to point out that by simply repainting the existing Hordak figure, the design of his face, cowl, and several other aspects of his sculpting were completely off-model, leaving many collectors disappointed, which led to the

demand for a "true" Filmation Hordak in the Club Grayskull line.



The back of the figure's box featured an illustration of Hordak standing in front of the Fright Zone.



Club Grayskull

MAN-AT-ARMS



ACCESSORIES



BIO Duncan, more commonly known as Man-At-Arms, is at the forefront of the defenses of the kingdom of Eternos, providing a wealth of highly-advanced devices and vehicles for use in defending Eternia. He is a loyal servant to King Randor and Queen Marlena, mentor and confidant to Prince Adam, and the adoptive father of Teela, the daughter of the Sorceress. With his intelligence, incredible mechanical skill, and fatherly guidance, Man-At-Arms is one of the most valuable and beloved members of the Heroic Warriors.



CARTOON CORNER This was the fourth Man-At-Arms figure to be released in Masters of the Universe Classics, following the original figure (2009), Snake Man-At-Arms (2012), and the 200x-designed Man-At-Arms figure that came with the Battle Ram (2014). This version of the character was based on his appearance in the Filmation *He-Man and the Masters of the Universe* animated series.



MOTUC #228 • AFFILIATION The Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$35
ORIGINAL FIGURE RELEASE Super7.com (March 2018) • **RELEASE TYPE** Boxed Figure



WELL ARMED Included with Man-At-Arms was the animated version of his orange mace. Even though this is his signature weapon, dating all the way back to his original action figure, he only appeared with it once in the animated series.



GUNS OUT Man-At-Arms' second accessory was the Stasis Ray, which was a weapon he invented and used in the Filmation episode "The Dragon Invasion," which aired as part of the first season of the *He-Man and the Masters of the Universe* cartoon in 1983.



BLAST OFF The figure's third accessory was a blast effect, which was made from translucent yellow plastic and plugged into the figure's right or left forearm armor. Man-At-Arms famously displayed this effect in the opening credits to the Filmation cartoon.



COMPARISON TIME Club Grayskull Man-At-Arms stands between the 200x Man-At-Arms (above, left) and original Man-At-Arms with the Snake Man-At-Arms head (above, right).

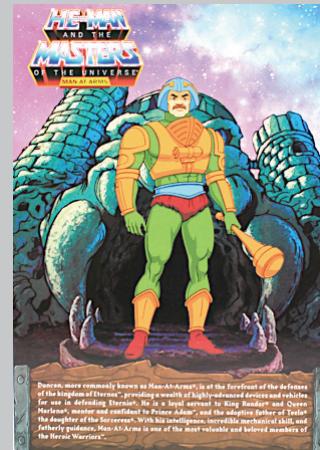
TRIVIA

The armor on the arms of this version of Man-At-Arms was part of the sculpt and was not removable.



Man-At-Arms used the torso, hands, shorts, and upper legs of the Club Grayskull He-Man figure, along with the Club Grayskull Skeletor boots. All other pieces were newly sculpted.

The back of the figure's box featured an illustration of Man-At-Arms standing in front of Castle Grayskull. Man-At-Arms' bio, just like



the other three figures in this wave of Club Grayskull, was written by James Eatock, who also wrote the book *He-Man and She-Ra: A Complete Guide to the Classic Animated Adventures*.



Club Grayskull TEELA



ACCESSORIES



BIO Under the care of her adoptive father Man-At-Arms, Teela, the daughter of the Sorceress, has grown into a strong-willed individual and is regarded as one of the best warriors in the kingdom. As Captain of the Guard, Teela commands the military of Eternos, and the flame-haired warrior would gladly lay down her life in defense of her King and Queen. Teela's ongoing fight against the forces of evil helps to prepare the young woman for her destiny of becoming the next Sorceress of Castle Grayskull.



CARTOON CORNER This was the fifth Teela figure to be released in Masters of the Universe Classics, following the original figure (2009), Battleground Teela (2011), the version that shipped with Point Dread & Talon Fighter (2015), and Ultimate Teela (2017). This version of the character was based on her appearance in the Filmation *He-Man and the Masters of the Universe* animated series.

WELL ARMED Teela's sword was a repainted version of the sword that came with the earlier "Point Dread" Teela. It was based on a sword the character used in the Filmation cartoon series.

GALLERY



MOTUC #229 • AFFILIATION The Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$35
ORIGINAL FIGURE RELEASE Super7.com (March 2018) • **RELEASE TYPE** Boxed Figure

SHIELD ME This shield appeared to be a direct re-release of the shield that came with “Point Dread” Teela. Like her sword, it was based on a weapon the character used in the Filmation cartoon series.



COMPARISON TIME

The version of Teela that shipped with Point Dread and Talon Fighter in 2015 (far left), commonly referred to as “Point Dread Teela,” was clearly based after the character’s design in the 1980s Filmation cartoon. Collectors were quick to notice the figure’s many shortcomings, especially her less-than-beautiful face sculpt. As such, the demand for a “true” Filmation Teela remained, leading to the release of this Club Grayskull Teela.



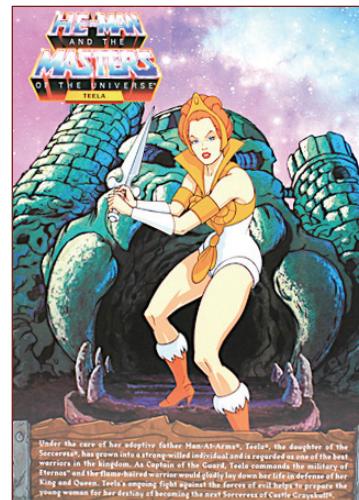
TAKE TWO Club Grayskull Teela (far right) is shown here standing beside the original MOTUC Teela figure (right).

TRIVIA

Teela had a swivel joint at the chest instead of the waist, which was a first for a female figure in MOTUC.



As the first female figure produced by Super7 in the Club Grayskull line, Teela was comprised entirely of new parts.



WORK OF ART

The back of the figure’s box featured an illustration of Teela standing in front of Castle Grayskull, with a newly-written bio at the bottom.



Club Grayskull TRI-KLOPS



ACCESSORIES



BIO Tri-Klops is one of the more subdued members of the Evil Warriors of Skeletor. Cunning and quiet, the three-eyed villain understands his master's immense power and will often carry out his mission without question. On occasion, Tri-Klops has sought association with Evil-Lyn, specifically during her attempts to usurp the rule of the Evil Lord of Destruction. Although Tri-Klops possesses great strength, his rotating visor secures his position and worth thanks to each individual eye granting him unique visual abilities.



CARTOON CORNER The fourth and final figure in Wave One of Super7's Club Grayskull line was Tri-Klops. Unlike Hordak, Man-At-Arms, and Teela, all of whom had multiple figures released in MOTUC, this was only the second Tri-Klops figure in the line. This version of the character was based on his appearance in the Filmation *He-Man and the Masters of the Universe* animated series.

WELL ARMED The sword included with Tri-Klops was not based on any weapon he used in the Filmation cartoon, but was instead designed to look like the sword the character was holding in his vintage figure cardback art (left). This version of the sword was more accurate than the one previously released in Weapons Pak #1 (Ultimate Battleground Assortment) in 2010.



MOTUC #230 • AFFILIATION Evil Warriors • **SUBSCRIPTION** N/A • **PRICE** \$35
ORIGINAL FIGURE RELEASE Super7.com (March 2018) • **RELEASE TYPE** Boxed Figure

THE EYES HAVE IT Tri-Klops' visor was designed to rotate, revealing his square, triangle, or circle eye. Unfortunately, due to an error on production, the visor was stuck in place. A corrected head, with a free-spinning visor, was shipped to customers in September of 2018.



GUNS OUT Tri-Klops' gun was based on a weapon the character used in "Eye of the Beholder," which was the 55th episode of the filmation cartoon series' first season.

COMPARISON

TIME Club Gray-skull Tri-Klops (above, right) stands alongside the original MOTUC Tri-Klops figure (above, left), released in August of 2009.



TRIVIA

Tri-Klops' chest armor was not removable.

From the neck down, this figure was comprised entirely of Club Grayskull He-Man parts plus a new, skinnier torso. This meant that Tri-Klops had the same hinge-and-swivel wrists that He-Man had.



The back of the figure's box featured an illustration of Tri-Klops standing in front of Snake Mountain. Interestingly, the color of the character's armor in the illustration was more cartoon-accurate than the figure itself.

It would be six full months before the next full wave of Club Grayskull figures was released.

